

STRIKE CONTINUES

73-5 (1973DX) Fall 1906

Austria-Hungary (Leo Plotkin, 1)

ABulSARum, AGalSAVie, AVieSASer-Tri,
ARumSAGal, ARumSAVen, AVenSASer-Tri,
ASer-Tri, FGre-Ion, FAlb-Adr. owns:
Bud, Tri, Vie, Bul, Gre, Nap, Rom,
Rum, Ser, Ven (10) builds: ABud

England (Alex Katzoff, 1)

AFin-Swe, FSKaSAFin-Swe, FEng-Bel,
FNth-Nwy(-Edi). owns: Edi, Liv, Lon,
Nwy, Swe (5) builds: FLon

France (Eric Robinson, 1)

no moves received. AGas(olim.),
FSpa(SC). owns: Por, Spa (2)

Germany (Duncan Smith)

AHolSFBel, ABreSAMar-Gas, APie-Ven,
ATyrSApie-Ven, AMar-Gas, ABoh-Vie,
FBelSFHel-Nth, FHel-Nth, FDensFHel-
Nth. owns: Ber, Kie, Mun, Bel, Bre,
Den, Hol, Mar, Par (9) no builds

Italy (Bruce Wachtler)

FTyr-Nap. owns: Tun (1) no builds

Russia (Cary Fulbright)

ASwe-Nwy (olim.), ASovSARum, AWar-
Sil, AUkr-War, ANwy-StP. owns: Mos,
StP, Sev, Swe, War (4) no builds

(continued on page thirteen)

* * *

NEXT DEADLINES:

73-3: November 24; 73-4: December 1;
73-5: November 24; 73-6: December 8;
73-7: December 1; 73-8: November 24;
73-9: December 8; 73-10: December 1;
73-11: December 14; 73-B: December 8;
73-D: November 24

FRANCE STABS GERMANY AND ENGLAND
GERMANY STABS FRANCE AND RUSSIA

73-9 (1973GK) Spring 1902

Austria-Hungary (Keith Dahnke)

FGre-Aeg, ABud-Ser, AVie-Tri, AGal

England (David Hov)

FEdi-Nth, FNwg-Bar, ANwysFBoth-Swe,
FSkaSFBth-Swe

France (John Stevens)

FBre-Eng, FPer-Mid, FMar-Spa(SC),
ASpa-Gas, ABur-Mun

Germany (Ronald Kelly)

FDen-Nth, FKie-Hel, ABer-Pru, AMun-
Sil, ABel, AHel-Kie

Italy (Kirby Welch)

ATyr, AApu-Gre, FIonCAApu-Gre

Russia (Drew McGee)

FRum, FBoth-Swe, AMos-Liv, AUkrS
FRum, AGal

Turkey (Robert Lipton)

ABul-Ser, AAnk-Smy, ASmy-Syr, FCon-
Aeg

* * *

More moves on page thirteen.

* * *

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send letters, comments, and press
releases to the above address.

guest articles are welcome. we pay
five free issues for every article.

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Contributing Editor:

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Game Masters:

Cary Fulbright

Raymond Huer

Miles Smith

In the last couple of issues we have misspelled Howard
Sidor's last name. Sorry Howard.

Christmas is coming and the mails are going to get horrendously
clogged. So, here is the way we're going to handle the problem.
First, we will keep a normal publishing scheduling. Second,
games will keep their normal schedule. However, if, at the time
moves are due for a game, all the moves are not in, we will wait
up to two weeks for the missing moves to arrive. Effectively, then,
we will have three to five-week deadlines for regular games. Some
games will thus not be affected at all by the "Christmas Crunch."

The POUCH Awards are back! This time the subscribers will
determine the winners. The nominations are on page seventeen.

Penelope Dickens has an article on how to employ black magic
in Diplomacy. It's just another example of how The POUCH brings
you every facet of the game Diplomacy.

Game 73-3 appears to be heading for a one week extension.
Game-Master Miles Smith is going on a brief vacation for Thanks-
giving, and unless all moves are in by this Wednesday the game
will be postponed for one week. In fact, by the time you're read-
ing this, the deadline (Wednesday) will have probably passed.

The article on page three by Conrad von Metzke is a reprint
from his COSTAGUANA. We thank him for permission to reprint it.

We want to wish all of you a happy Thanksgiving.

The POUCH is read in California, Connecticut, Georgia, Hawaii,
Illinois, Indiana, Iowa, Kansas, Louisiana, Maine, Massachusetts,
Michigan, Missouri, New Jersey, New York, North Dakota, Ohio, Oregon,
Pennsylvania, Rhode Island, Tennessee, Texas, Washington, Wisconsin,
Washington, D.C., British Columbia, Ontario, Belgium, and England.

subscriptions are 10/\$1.80

page two

ALLAN B. CALHAMER IS A PHALLIC SYMBOL

by Conrad von Metzke

(Introductory Note: This article is likely to ~~tweak~~ your nerves. If you take offense, it clearly demonstrates unresolved conflict which would best be dealt with before you have a Big Blowup and strangle your wife. May I suggest my newest offering, weekly psychotherapy by cassette tape?)

Now, I think we can start right out by laying it on the line, if I may venture what will shortly prove to be a masterful pun of which I'm justifiably proud. We all know from reading Sigmund that everything in life is sexual. Diplomacy is no exception, but in this instance we are dealing with a relatively subtle form of sexual expression. After all, there aren't very many female Diplomacy players, and it is only rarely that you are able to avail yourself of the opportunity to support her into a province in return for her going to bed with you.¹ No, unfortunately, this golden opportunity is rare in our game. (There is, of course, the superb chance awaiting the homosexual player, but I prefer to avoid this field for the present. I'm not about to clutter up my magazine with lurid stories about a bunch of goddamn fruits.)

We must therefore delve deeper. It can be shown, I think, that there is much to be found by so probing. Diplomacy is, after all, a game of interaction and interrelationship among seven incredibly sexual human beings, and provides a breeding ground for several of Dr. Berne's favorite games. How sexual is one-upmanship? In what way does the annihilation of an army or fleet relate to sado-masochism? Is the self-standoff indicative of Oedipal conflict, or is perhaps its resultant open province a representation of the womb? Is it really true that an English opening move Flong confides a lack of infantile fondling and/or a broken home? And what is the urge to get more and more units if not a graphic portrayal of an erection? (With a female player this last feature of the game probably signifies the drive for pregnancy. This is a bit far afield, however, since no woman in her right mind wants to give birth to a bunch of wooden blocks. There might be a case made for the armies and fleets representing eggs, if the female player were a trout.)

Well, let us begin at the beginning. (In psychoanalysis this is considered good. It is also expensive. Some day I hope to do a paper on the sexuality of psychotherapeutic cost structure.) In the first place, Diplomacy is not altogether subtle. Grendel Press magazines, for example, are graced on the masthead by Grendel (ex-Kilroy) and Moore, two of the most blatant phallic symbols in the annals of psychiatry. Even more basic to the game than that is the Number One phallus of all, the thin wooden block used to represent a fleet.² And the square blocks for armies are just as definitely phallic; they don't look it only because they have to be differentiated from fleets somehow, and sublimating their penile significance is as good a way as any. (There is a case to

¹This was the pun. Did you admire it?

²Actually, there is another contender for Number One status that is often more prominent.

be made for the urge to build fleets in strength seen as penis envy; those who put England as their first choice are strongly advised to buy a cassette recorder.) In fact, this game is literally reeking with phallic symbolism: The long lines underscoring moves which fail; the dash used in orders to mean 'moves to' (in which instance it is perhaps worthwhile interpreting, say, AMun-Bur to read 'AMun attempts coitus with Bur,' the press release equivalent of which is "BERLIN: Fuck the Frogs!"). There are innumerable others, but you get the - ah - point.

These phallic associatives are really incidental to, or symptomatic of, the meat of the issue. (Jesus Christ!) Diplomacy is a representation of war, and war as an institution is perhaps the single most sexual facet of human existence, except of course good old you-know-what. This is adequately demonstrated by the statistically incredible V.D. rate among Vietnam returnees. Then there are the more obscure psychoanalytic theories: The act of killing a man is really a decisive way of saying, "If you were a woman we'd make other arrangements;" The pair-bond of underlying sexuality between superior officer and subordinate, the civilian manifestations of which would get you arrested in Greenwich Village; The use of nicknames of affection for one's enemies, related to the love-terms given to the marital partner's genitalia. To suggest a few. In fact, war, and by extension Diplomacy, is the only sexual act (well...the only other sexual act) that truly goes all the way.

To finalize the argument, let us psychoanalyze a typical press release or letter to an enemy (or any other player, I suppose, depending on your taste in friends). We shall do this double-column, with the document on the left and the summary analysis on the right.

BERLIN TO PARIS

You son of a bitch! You took every one of my centers! Why'd you do a shitty thing like that? I ought to get you! You don't know the first thing about this game. Next time we play together, you just wait and see what I do to you!

See previous note about this.
Term of endearment.
Possessiveness - sexual come-on.
Note anal fixation.
Implied: "And would love to."
Challenge, inviting advances.
Suggesting sex as a 'sport.'
This one may make history!
God, how lurid!

This is quite sufficient, I suspect, to indicate that there's a lot more to Diplomacy than you thought! For further insight, consult the writings of Dr. Freud, certain passages from the books of Henry Miller, your confessor and/or your conscience. And perhaps you ought to stop reading Diplomacy magazines in bed.

Questions for further study:

1. On the move in which you stab him, your ally miswrites his orders, enabling you to capture four of his supply centers. Do you achieve orgasm?
2. Discuss the homosexual phallic similarities between Silesia and Galicia. Be sure to mention the significance of moves from one to the other, with special emphasis on the defensive support order as sublimation.
3. England was your last choice, but you got it anyway. Is your libido playing tricks on you, or is the Game-master a fag?

THAT OLD BLACK MAGIC

How to Win in Diplomacy with the Help of the Devil

by Penelope Naughton Dickens

Many people are playing in a game right now, where they are losing. They've done their best tactically and diplomatically, but they're still losing. In a case like this there's only one remedy. Call the devil.

How to Make Alliances

You are playing Italy, you know that an alliance with Austria is needed. Yet Austria refuses your advances. What do you do? Well try some magic. First, buy some green cloth, green candles, and, if possible, a green rat (if you're playing Austria everything should be red, Russia white, etc.) Light the candles, spread the cloth and then prepare your green rat for sacrifice. Paint a pentagon in the center of the green cloth. Place your green rat in the center. Raise a knife, plunge it into the rat's heart while saying "Allan B. Calhamer, Allan B. Calhamer." If all goes well, a devil will appear. Tell him what you want and ask what he wants in return. Usually the devil will not ask for your soul for so petty a wish. What he might ask is that you sacrifice a green rat once a week. (Note: When using white candles and cloth ((Russia)) you have to be careful. White is the color of good and there's always a chance that an archangel will appear. Archangels are notably nasty to people who sacrifice animals, and will usually damn you to hell. Of course you'll get to see the devil there, but then again.....)

Killing the Players

Have you ever found yourself playing Italy while Edi Birsan is playing Turkey? Have you ever had that feeling of impending doom? Well you can always have the devil help you again. Use the same system as for alliances, but this time, get a green baby (if you ask for more, you've got to give more!). Of course sacrificing a baby once a week gets kind of hard. Things could get worse! What if Brenton ver Ploeg took over for the dead Edi Birsan? That's two babies per week! And what if Doug Beyerlein takes over? That's three babies per week! Of course if you get caught that's not the end. There are no laws saying that you can't play Diplomacy in San Quentin.

Becoming the Greatest Player Ever

After a while it's going to get awfully tiring sacrificing those four rats and three babies every week. You'll be getting sick of the rat race (not to mention the baby race). If that's the case, why not go all the way? Sell your soul. Most people don't realize that the devil has got more soul than anyone else. Just think of it! You'll be the only Diplomacy player to ever win 500 games in a row! It's true though that the torture you'll go through for eternity when you get down there is living hell. A couple of reliable devils have told me what it is. You're assigned a country in a Diplomacy game. At first you win, until you reach seventeen centers, and then you're brought down to one center, then back to seventeen, back to one....

STATISTICS

Darrell Huff, in his revealing How to Lie With Statistics, shows how to gross \$22,500 a year.

1. Acquire at least 1 wife and 13 children.
2. Calculate the U.S. per capita income.
(\$1,500 per year, at the time.)
3. Multiply \$1500 by 15 and it equals \$22,500.

Percentages can be deceptive, said Darrell Huff in pointing to a statement years ago when Hohn Hopkins University began to admit women students: "Thirty-three and one-third per cent of the women at Hopkins married faculty members!"

But it developed that at the time there were only three women enrolled at the university, and one of them married a member of the faculty.

Mr. Huff refers to an advertisement: "Buy your Christmas presents now and save 100 per cent," and he reminds us that the reduction is really only 50 per cent. A 100 per cent reduction from the original price would be a giveaway. The advertised 100 per cent reduction was not from the original price, but rather was based on the reduced new price. And when the head of a flower growers' association said "Flowers are 100 per cent cheaper than four months ago," he was saying, but not meaning, that florists were giving the flowers away.

A speaker warning against the pitfalls of statistics, pointed out that the families of Princeton graduates average 1.8 children, whereas for Smith graduates the figure was 1.4. He added, "A faulty conclusion could be drawn from these figures: that men have more children than women."

Remember: There are three kinds of lies: Lies, Damn Lies, and Statistics.

*

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We request that every hen lay 130 to 140 eggs a year. The increase can not be achieved by the bastard hens (non-Aryan) which now populate German farm yards. Slaughter these undesirables and replace them.

—Nazi Party News Agency, April 3, 1937

Cows or cattle which were bought from Jews directly or indirectly may not be bred with the community bull.

—Mayor of Koenigsdorf; Bavaria, October, 1935

THE PEACE LOVER'S GUIDE
TO
SPI'S SIMULATION SERIES GAMES

Although I realise that the majority of The POUCH's readers do not play wargames, I feel that none the less this review will prove to be interesting to all. The rating is done this way: * for poor, ** for fair, *** for good and **** for excellent.

RED STAR-WHITE STAR. *** $\frac{1}{2}$ *

Works better than PANZERBLITZ. If the Nato forces did not have such a great advantage over the Russians, the game would be excellent.

KOREA. *** $\frac{1}{2}$ *

Good simulation of the Korean war. That's the problem. It's too realistic!

BREAKOUT AND PURSUIT. *** $\frac{1}{2}$ *

Good and fast blitzkrieg type game only it's only fun for the USA.

NORHANDY. **

Interestingly done but it's unrealistic and the Germans can never win.

KURSK. ****

Great simulation of the greatest tank battle of World War Two. The best game that's designed on the FRANCE '40 system.

TURNING POINT. **

The Battle of Stalingrad also using the FRANCE '40 system. This one is totally overshadowed by KURSK.

MOSCOW CAMPAIGN. *

Russian front again. This one is boring and unrealistic.

BARBAROSSA. ****

Best strategic game ever designed and fantastic Russian front game. Very Realistic 1918. ***

Only mobile battle of World War I. Very interesting battle and game system.

MARNE. **

Boring, unrealistic, and all the other bad things that go along with World War I games.

SOLDIERS. *** $\frac{1}{2}$ *

Very realistic and mobile World War I game. Excellent. Only complaint might be the bloodyness.

FRANCO-PRUSSIAN WAR.*

Worst of the hidden movement games. Nothing happens and it's too slow.

WILDERNESS CAMPAIGN. **

Hidden movement, bulky, and only slightly better than FRANCO-PRUSSIAN.

1812 (AREA). *** $\frac{1}{2}$ *

One of the best area games ever made. Interesting and pretty even.

1812 (HEX). **

Not bad, but so uneven.

LEIPZIG. ***

Another good Napoleonic game. Leaders are the interesting part.

LA GRANDE ARMEE. *** $\frac{1}{2}$ *

And another Napoleonic game. Best of that system.

FOXBAT AND PHANTOM. *** $\frac{1}{2}$ *

Very good tactical airgame of the seventies. Only problem is that the planes just fly around and never shoot at each other. Of course if you're in the plane that's good news!

NATO. **

Hypothetical game of Warsaw Pact-Nato conflict with tactical nuclear weapons! Could have been good but isn't.

ARDENNES. ***

Better than BATTLE OF THE BULGE(Avalon Hill). Good system and very realistic. Unfortunately it's too slow.

EL ALAMEIN. ** $\frac{1}{2}$ *

Modified system of ARDENNES. Very realistic so Germans will have tough time winning.

SPITFIRE. ****

Another tactical airgame, this time in World War II. Very realistic and great dog-fights develop.

SNIPER. ****

Fun and sick at the same time. Great way to find out why it's a good idea to skip the draft. Tactical man to man fighting's the subject.

SOLOMON'S CAMPAIGN. ** $\frac{1}{2}$ *

Complicated and hard to understand although it is an interesting system.

LEE MOVES NORTH. ***

Best of the hidden movement games.

RIFLE SABER. ***

Tactical fighting 1850-1900. Easy and lots of fun. Only problem is that all the units are basically the same.

THE BATTLES OF BULLRUN. ***

Game would be lousy if not for the simultaneous movement system.

AUSTERLITZ. ** $\frac{1}{2}$ *

Game that tries to imitate NAPOLEON AT WATERLOO and BORODINO but fails miserably.

MUSKET AND PIKE. ****

Best tactical game of pre-tank age. Lots of fun situations. It's an easy game but lots of variety.

GRENADIER. ** $\frac{1}{2}$ **

Napoleonic tactical game but hard to learn. Still it's fun and realistic.

AMERICAN REVOLUTION. ***

Good game. It's easy but after a while British develop an undefeatable strategy.

DARK AGES. ***

Vikings and all that. Tactical and hard.

PHALANX. *** $\frac{1}{2}$ **

Same type as DARK AGES. If command rules were better, it would be excellent.

STRATEGY ONE. ***

A monster of a game. From Greece to 1984. Lots of fun but rules need help.

* * *

73-5 (ANIMAL COMMERCIALS)

Do you find that your Dunchound is not eating? Does he refuse to eat Blue Speckled Plotkin meat? If the answer is yes, feed him HARPO, the new dog food from the Marx Brothers! Made out of 100% meat with no cereal! There are three flavors too! Hansen-Outang, Horsebright, and Robinoceros. Yes, dogs of the world, make sure it's HARPO.

Dr. Raymond Heuer, ~~breedon~~ of Saber Tooth Neigers, tells us why he uses Green Kitty Katzoff Litter: "Most Saber Tooth Neigers are messy. I feel that Kitty Katzoff Litter attracts my Neigers. Not only that but I find that it absorbs the Neiger odor." Take Dr. Heuer's word for it! Use Kitty Katzoff Litter!

Does your Purple Horned Wachtler scratch himself all the time? Perhaps he has fleas! Use Heart's Flea Killer to end the flea menace. Heart's Flea Killer is a collar made out of dehydrated Rayrilla hearts. Stop your Wachtler's scratching before he impales himself. (Note- The Surgeon General says that smoking Rayrilla hearts may be hazardous to your health.

Where can you get a good Hansen-Outang meal? Where else but at Shangai Joe's Take Out. Your mouth will water at the sight of a Hansen-Outang a l'orange, or a stuffed and basted Hansen-Outang with an apple in its mouth. And fo dessert your whole family can enjoy the Hansen-Outang Chocolate Cream Pie. Tell your friends and come to Shangai Joe's Take Out.

73-7 RUMANIA, WHILE IT L STS, TIMES

Col: Nikoplat A. Poponov, head of the Narcotics Bureau in Moscow, has annouced that all shipments of Maijuana, heroin and cocaine will not be shipped to Turkey as previously agreed in a secret agreement. The Colonel was quoted as saying: "Mary Juana is the heroin of this press release and just because someone put some STP in he coke doesn't mean that it will snow in her pot of grass!"

EVAC PRINTOUT.....

THE BATTLE BETWEEN THE RUSSIAN RAYRILLAS AND THE AUSTRIAN RAYRILLAS IN THE LIVO-
NIAN JUNGLE WAS INTERRUPTED WHEN A TROUP OF SABER TOOTH NEIGERS TREMPLED THE
BATTLEFIELD.....

73-4 PARIS (Nov. 11, 1903) Today the last pockets of French resistance surrendered and the triumphant German army, led by Kaiser Yohann Klaus von Oskermayer, entered the French capital. Kaiser Yohann gave the following address to the war-weary, bloodstained 1st C.O. Battalion:

"You who have fought so valiantly, well deserve to be among the first to witness the total defeat of the witless Frenchies. Indeed, it is with great pleasure that I now proclaim the annexation of Paris to the Reich, with which we have accomplished our goal: the reformation of Charlemagne's empire! I now proclaim myself to be the first von Oskermayer, King of the Franks!"

73-8 MEMO To State Minister Heire Goheine from Propaganda Minister Rudolf Cziribin re release no. 1.

Dear leftords Austrian,

Despite your ramblings about "insuring the welfare of the subject state of Scrbia" we are proceeding with our campaign to show the Hungarian people (and our fellows, the despicably Germanic Austrians) the drive nature of the Serb menace, having seen the Turk's success in stirring up his slavish infidel minors against monkeys and Catholic hunchbacks, we have written Propaganda release no. 2, which I have enclosed.

Yours, etc. R. Cziribin, Pedegreed Slav.

73-8 BUDAPEST PRINTING ORIFICE Propaganda Release No. 1.

Your reporter has seen him crush 17 Scrb pigs at once with a rifle butt, hoist 3 serbs on their own petards, and disembowel one with the hands of an "Oroga minus" wristwatch. He is the very embodiment of our national heroism, and I am proud to know him. I am Dash-itall Hamlet, and the man to whom I refer is Hammermill Bond, agent of the Serbian Elimination Research Bureau (SERB). Let's give a little sketch of the personal history Bond gave us when he joined. He was raised in a Serbian concentration camp for wayward Hungarian shepards who accidentally stumble onto illegally-held Serbian land. These shepards are herded into the death-camps and they follow being a peacefull-folk not given to violent resistance. At the age of seven he made his escape with the aid of a submachine gun and a helpful orargutan, his brother Isaac. He fled through the hills and valleys at Transylvania until he reached the banks of the Danube, the holy river of Hungary-Austria. However, he noticed Serbian secret police in pursuit, disguised as billy-goats so, without thought of the dangerous ice-floes, he jumped into the holy river and swam to the Black Sea.

Reaching Odessa, he took ship upon an Italian oil-freighter bound for Liverpool. Arriving in England, he decided that being sixteen he ought to see about getting himself an education. So, he enrolled in an exclusive Liverpool college, "Hard Knocks Tech." We have been unable to locate his professors, but he majored in mayhem, gang-raping and heavy drinking. This made him an obvious choice for a SERB agent, and when he applied, citing his desire for revenge on the Scrb pigs who refused to rape his mother, SERB had no choice but

(continued on page thirteen)

REBUTTALS: The Wargaming Question

The POUCH's wargaming controversy began in issue #32 in which Nicholas Ulanov in his column, North by Northeast, voiced his opinions on wargames. He said that he loathed wargames, and explained his reasons for doing so. This brought in objections from several subscribers/staff members who played wargames themselves. First was Bruce Wachtler in a letter in issue #35, and one from Cary Fullbright and one from Gary Peterson in issue #36.

Nicholas Ulanov originally put forth that he hated wargaming because he felt that "they dramatize and make a fun game out of one of the worst---if not the worst---traits of man..." he goes on to say that if one is interested in intellectual stimulation, there are many other means of this.

What Mr. Ulanov fails to realize is that wargames are among the few games or mental distractions that give the participants a feeling that he has accomplished something. True, what he has "accomplished" may be wrong, but in other forms of intellectual exercise, rarely is the quality of what one has done so obvious. It is the abstraction that pleases Mr Ulanov that upsets the wargamer. In mathematical puzzles, one knows what one has done them, but what else?

Wargamers do not glorify war. John Boardman is an avid wargamer. He says in issue 296 of Gravstark: "Neophyte wargamers are surprised to find that the staff of a wargaming publication ((SPI, the biggest wargaming publication)) is generally anti-war. To judge from their personal opinions, and the posters on their office walls, the views of SPI's editors range from pacifism to frank, flat support for the Vietnamese National Liberation Front. This attitude often expresses itself in SPI magazines, much to the distastes (as expressed in letters to the editor) of Jerry Pournelle, Rod Walker, Brian Libby and such fanatics. Equally absurd are the occasional letters indignantly attacking SPI for making profit off war..."

However, Mr. Ulanov is right in the sense that some wargamers do carry the realism ideal to far and believe that they can actually command actual fighting forces. This is called the Rommel syndrome and is to be avoided.

But even among the sufferers of the Rommel syndrome, rarely does one find persons with a "killer instinct". These people cannot be confined to wargames. He says in SNIPER! one experiences " the individual hate of an opponent, the wish to destroy him at all cost, and your great superiority in his destruction." This only really applies to Diplomacy. In what other games do you occasionally get to really hate your opponent. There is only one simple difference. In wargames it is established that both players will attack each other and there is no feeling of mutual enmity. In Diplomacy you decide whom you are going to attack, thus stirring up the possibility of personal hatred.

SNIPER! is no different than other wargames. No player feels more vicious

A WARGAMING PEACE LOVER'S COMMENT

Nicholas Ulanov made a general comment a few weeks ago about wargames and wargamers. I am one of those cursed people and although I consider myself a pacifist, under Nicholas Ulanov's theory I am probably a warmongering sadist. When one considers the difference between moving cardboard pieces on a sheet of paper and pulling the trigger of a real gun, one starts to see the stupidity behind Nicholas Ulanov's comments. In one of Nicholas Ulanov's many rebuttals, he says that a person cannot learn from a wargame and consider it a game at the same time. There are several historical facts disproving Mr. Ulanov's argument. At the start of WW II, the Japanese played a wargame in which they lost the war. Had they taken the game's advice, millions of people would not have died. Nicholas Ulanov goes on to say the Diplomacy is not a wargame but a game of psychology. Yet the game is still as harmful as any wargame. Just as one learns to kill in wargames, one learns to be dishonest and an experienced liar in Diplomacy. Which is more harmful, destroying little counters in order to get rid of pent up anger or lying and being dishonest in order to win a game. If anyone has seen the face of a Diplomacy player after he's pulled off a successful stab, you know the answer.....

-DKS-

REBUTTALS (CONT'D)

when playing it than any other game. It merely simulates a different aspect of warfare. I purposely over exaggerated this in my review because it was aimed at wargamers more, and I was trying to emphasize the difference in play mechanics and scale of the game.

In defense of Bruce Wachtler, well, I've already covered a few things. Mr. Ulanov saying that it is ridiculous to like Diplomacy and not chess needs no refuting. The statement's ludicrousness is obvious. When Bruce said that wargames tried to show the "horrors of war" so they could be avoided in the future he was trying to appease Mr. Ulanov, and didn't realize that he would dig (and badly I might add) into the semantics of the statement.

Furthermore, wargames do not remind one of the horrors or of the glory of war. They merely stress the countless decisions that must be made as a commander of a certain rank.

Gary Fullbright needs no defense. The editor's comment in double parentheses was merely an admission that Gary was right and Mr. Ulanov felt that he could ridicule Gary that way.

What Mr Ulanov originally did was to voice an opinion on what is obviously a controversial subject. He was perfectly right in doing this. However, when people point out where he is wrong, he should admit this and not go on to make further senseless statements in his own defense.

-Gil Neiger-

to accept him, especially after he explained that his real name was not Bond, but Paprika and that he was King Jan's long-lost half-sister.

This, then, is Hammermill Bond, Agent XXX. It's a lucky nation that has him fighting for it, and we Hungary-Austrians have just cause for pride. This is Daghitall Hamlet, on location in Budapest.

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Diplomacy moves (continued)

73-5 (1973DX)

Turkey (Michael Hansen, -1)

ACon-Bul, AAAnk-Con, FIon-Nap, FSmy-Aeg. owns: Ank, Con, Smy, ~~4/6~~. (3)
removes: AAAnk

MORE ACTION IN BALTIC STATES

73-B (73.12d)

USA (Gil Neiger) no attacks

France (Cary Fulbright) no attacks

Britain (Ronald Kelly) 1 - 1 vs. France in Baltic. no affect

Russia (John Arensmeyer) no attacks

Germany (Alex Katzoff) 1 - 1 vs. France in Baltic. no affect

The players are asked not to use fidUB as a stock in future attacks.

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Joseph P. Shipley calls a certain type of semantic antic a Nimble, and offers this sample of one:

How did a man get out of a locked and barred house, in which the only piece of furniture was a table?

He rubbed his hands until they were sore. Then he sawed the table in half. Two halves make a whole. He hollered through the hole until he was hoarse, then he jumped on the horse and rode away.

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I know some who cannot understand that to take four from nothing leaves nothing.

—Blaise Pascal

73-8 (THE HALFBACK OF NOTRE DAME)

Somewhere in Ankara:

Igor Uglyk was worried. James Bonda was dead. Col. Krudheap Bullmoose had joined Baron von Neumann. A new man was on the scene: Count Michael von Honig III, brother of Ron Rico, the ballet dancer, and cousin of Czar Nicholas II. And worse all the bars in Ankara closed at 6:00. All this added up to a pain in the hump for Igor.

"Well Dracula it's up to you to get rid of this Honig character. Here's your ticket to Moscow and good luck! By the way do you find me handsome?"

"Well, you're not as handsome as Frankenstein but you've got something that the HE-THING from Venus doesn't!" sexy Dracula answered.

"What's that?" Igor asked pervertedly.

"A face!" Dracula answered as she walked out of the room.

Somewhere in Moscow:

Count Michael von Honig III was worried. The new foreign minister of Turkey, Said Abdul Duncan was proving most uncooperative. The Turks were in Sevastopol and the Austrians in Rumania. And even worse, there was this real sexy broad wearing only a miniskirt and calling herself Dracula, sitting on his doorstep.

"Well Miss, er, er, Dracula you've caught me at a bad time." Honig said.

"Oh, I'm sorry, maybe I could come back later?" she coyly asked.

"But not that bad a time!" Honig quickly answered as he caught a glimpse of her legs. "Would you come in?" he asked.

"Yes, thank you" Dracula answered throwing her chest out.

"What can I do for you?" Honig asked drooling and trying to keep his eyes to himself.

"I'd like to give you a suck" she answered promiscuously.

By now Honig's eyeballs were popping out, he was drooling, and his tongue was hanging out of his mouth. "Gaa, gaa, Mama, gaa, gaa, Mama, gaa, gaa! I guess that, well now, it seems, well it could be that I could say yes!" he shot out.

"But then again....." he tried to say but it was too late. Dracula had already sunk her vampyre teeth into his neck and was sucking all the blood out of him. Finally Count Michael von Honig III was dead. It just goes to show you that you never got what you expect!

(TO BE CONCLUDED)

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"NHDXV HYS HSFB NIEJD DBNSUFH I NDYNE SKFNE IDH NENDK I AGSJ HURBN TIERB
HRN ,DNDJFHCU JUTD NSYFBRZ !"

-JHTDINNRES-

73-4 Meetsky De Presskey
aired by Radio Moskva, Dec. 25, 1903, 4 AM.

[Also: 73-11, Dec. 25, 1900 4 AM., take your pick. I can always have the other.]

Kommentator: Good Evening, Ladies and Gentlemen. Tonight we are going to have as our guest, the laughable, er ... affable, Baron von Neumann! We are sorry to have inconvenienced those of you who tuned to this station to hear an interesting interview! But the guest who was actually invited had the sense not to show up, so we had to settle for the first knudnik to walk past this radio station at this late hour. Now, Baron, what is a good Prussian like you doing in a Slavic town like this?

Baron: First of all, I'd like to thank you for inviting me to talk to your Russky audience. I'm really proud to be able to take advantage of this mockery of a sham.

K.: Thank you, your excellancy....

B.: You're not so bad yourself.

K.: I could listen to you for hours, but...

B.: I don't blame you — so could I. You say that now — but if I untie the ropes, you'll run like all the others.

K.: Could you please elaborate on the unspecified reasons for your decision to come to Moskva and take over the Ministry, or are you hiding something in your past?

B.: Quite the antithesis. I took the robe to atone for indiscretions of my youth.

K.: Would you mind telling us about the nature of your offenses?

B.: Not at all.

K.: Were they sex-related?

B.: I'm glad you asked that question, next.

K.: Sir, you try my patience.

B.: I don't mind if I do. You must come over and try mine sometime.

K.: What are your duties as Prime Minister of the Tsar.

B.: Speaking from my official in capacity, I'd say I'm the plumber of diplomatic channels.

K.: How so?

B.: I try to keep them clean.

(continued next page)

K.: Do you have any comments on the statements of the newscaster whose name is Boris Mudd? I'm sure you have heard his commentaries that denounce the presence of a foreigner in such a position of pretensive authority.

B.: Actually I haven't.

...K.: Would you like to comment anyway?

B.: I'd like to make this perfectly clear, Boris Mudd is a krud.

K.: Congratulations, that rhines.

B.: Please, no ethnic jokes I'm sensitive about my being German.

K.: Are there any truths to the rumors about your aspirations for Tsarist powers.

B.: Bite your tongue!

K.: Auugh!

B.: First let me say I have never been in love with the Tsarina, and secondly, I don't have the tolerance or patience to rule a country like Russia.

B.: Oh, I almost forgot I had a prepared statement to read — 'My fellow Russian [sic], I come to you tonight to tell you about a grave matter of national security; I have decided to become your Tsar!

K.: Well that just about raps it up, Baron. Remember, out-patients have to be back by 10 for check-ups. Do you have any last statements or a Kristmas message?

B.: I have nothing to offer but bloodshed, turmoil, terror, and sorrow.

K.: Thank you, Baron - er - Tsar. Good Night and Merry Kristmas. Say good night baron.

B.: Good night Baron.

73-4 & 73-11 I cannot forecast to you the action of Russia. It is a riddle wrapped in a mystery inside an enigma.

— Sir Winston Spencer Churchill
October 1, 1939

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The Spanish Inquisition arrested Antonio Perez, minister of Philip II, because he threatened to cut off God's nose. The Holy Office was not so much disturbed by Perez's blasphemous threat, but rather because he held that God had a nose.

Well people, it's time for The POUCH Awards. This time, though, rather than my choosing the winners, you'll be able to vote on them yourselves. If enough people do not respond, then I'll do the picking again. All you have to do is give your choices with your moves when you send them in.

1. Best Article (vote for four)

- A. The Press Release Series - PND
- B. For the Record Series - NAU
- C. From Landlord to Godpapa - Duncan and Miles Smith
- D. Grand Fenwick's Revenge - Stephen Tihor
- E. Fall of Rome: A Review - DKS
- F. The POUCH's Postal Experiment - NAU
- G. Dreadnought Diplomacy - David Burkett
- H. The Gil Neiger, PND, NAU Interviews - The POUCH
- I. The MCW Variant Package - Raymond Heuer
- J. Sniper! Review - Gil Neiger
- K. Is The POUCH Becoming Diplomacy's 'Screw?' - Conrad von Metzke
- L. 36th Transcaucasian-Transcaucasian War - Mike Ritter
- M. That Old Black Magic - PND
- N. Wargame Reviews - DKS
- O. DipCon VI - NAU
- P. Why I'm for Impeachment - NAU

2. Best Tactics Article (vote for two)

- A. French Openings - DKS
- B. Everything About 1901 Series - DKS
- C. France: Key to the World - NAU
- D. Getting Under Foot - Gil Neiger
- E. Fighting for Scandinavia - DKS
- F. The Austro-Turkish Alliance - GN
- G. The Declaration of War - NAU

3. Best Press Release Series (vote for one)

- A. Montenegro Series - NAU
- B. Kimball Drek Series - DKS
- C. Hambone Alli Series - John Stevens
- D. Bumber Shooting Match Series - Jonathan Jacobs

4. Best Press Release Writer

vote for your favorite press release writer in The POUCH

5. Best Single Press Release

vote for your favorite press release (give issue # and page # if possible)

6. Best PBP Player

vote for best player in The POUCH PBP games

7. Best PBM Player

vote for best player in The POUCH PBM games

8. Best Game-Master

GN, Raymond Heuer, DKS, NAU, Miles Smith, Cary Fulbright

NORTH BY NORTHEAST

Burt Labelle has said something recently in PELLUCIDAR that I want to endorse. He mentioned the fact that a group of game-masters is looking into house rules with an eye towards coming up with some uniform "best" and "official" set of house rules. There has been some talk in the IDA about adopting such a set as "official." There is even some discussion of requiring, in some way, GM's to adopt these rules. Labelle says, and I agree, that this would be a great mistake. House rules that do not significantly alter the rules set out in the 1971 edition are nobody's business but the GM's. This kind of restriction would move the IDA away from its current position of a very valuable service to the hobby and into a position of a hindrance.

I find it very interesting that my brief column on wargaming has now resulted in four pages of rebuttals. Many other controversial subjects have come up in The POUCH but haven't resulted in nearly so much response. I can only conclude that, as Conrad von Metzke would say, most wargamers have latent feelings of guilt about their playing of wargames.

No doubt that last paragraph is going to start the whole mess up again.

It should be pointed out that the nominations for The POUCH Awards were made by the editors, and that the order they appear in in Penelope's column is of no significance.

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address correction requested

